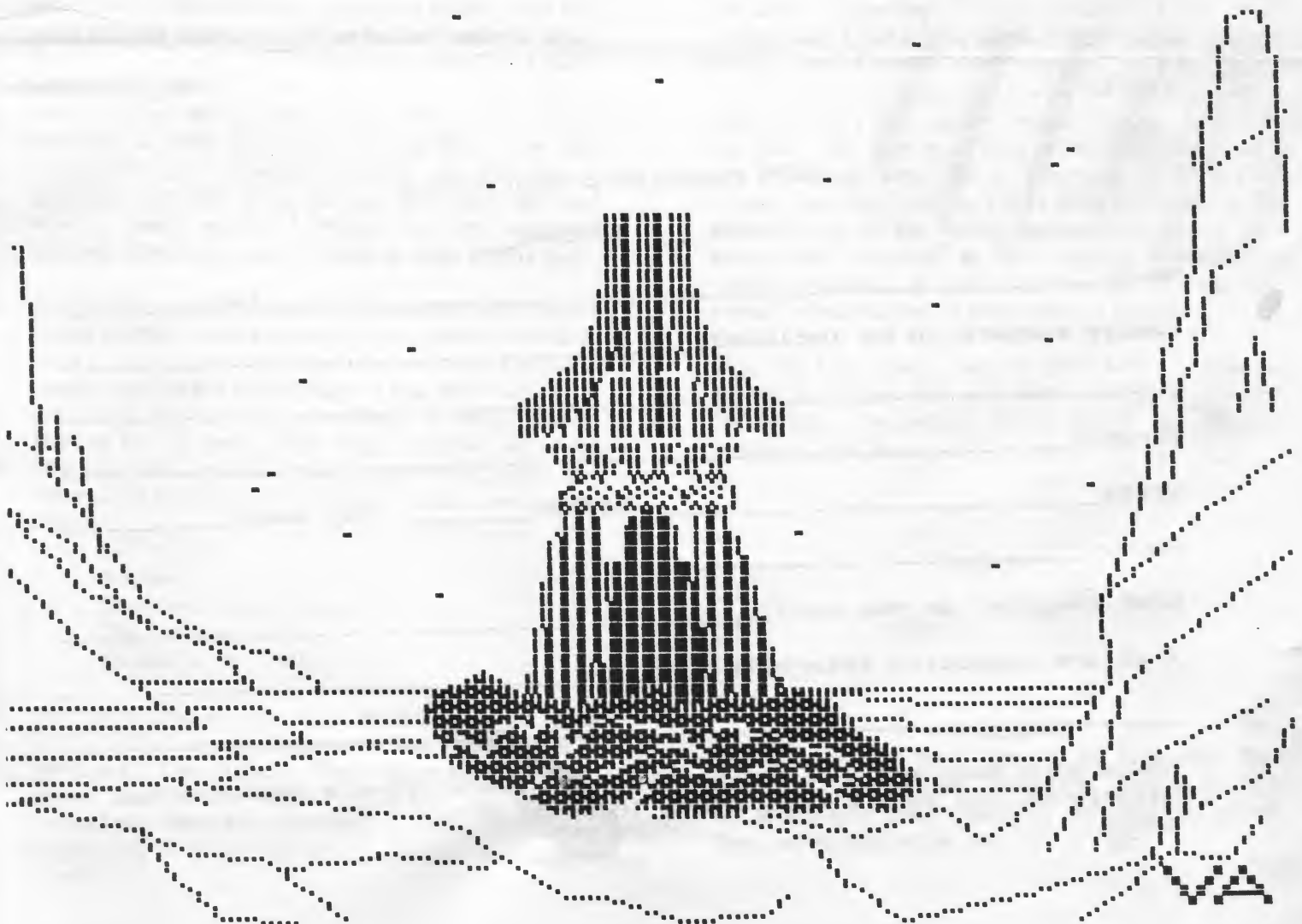


May 1987

TWIN CITIES ATARI INTEREST GROUP

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Opinions expressed within are those of the authors, and not necessarily the opinions of the officers or members of TAIG.

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Vice President:	Tom Green	522-2687(BBS)
Secretary:	Paul Franson	
Membership:	Nathan Block	922-8012
Treasurer & Newsletter Editor:		
Cory Johnson 473-4190		

TAIG Membership Application

NEW___ RENEWAL___

Name: _____ Date: _____

Family members to be included: _____

Street: _____

City: _____ State: _____ Zip Code: _____

Phone: _____

What computer do you own? _____

What are computing interests? _____

Membership dues are \$15 per family, per year. Please make checks payable to the Twin Cities Atari Interest Group. Please do not mail cash.

Presidents Notes for May 1987
By the Great and Powerful Poobah

Well, it is that time of year again. What time of year you ask? The Amateur Fair time of year! To those of you who picked this newsletter up at the booth we have set up, thanks for stopping by! If we were crowded and didn't have time to answer all of your questions, I apologize, and I hope that you will come to one of our 'regular' meetings. Things aren't so crowded or rushed at the monthly meetings (Usually!). You will also get a chance to talk to people who own Atari equipment, can answer any questions you may have.

On to the scuttle-butt. Tom has been working VERY hard on the BBS again, and there are all kinds of new features to be found. If you haven't tried the TAIG BBS, give it a call at 612-522-2687 24 hours a day, 7 days a week. We support 300 and 1200 Bps and you out-of-state people can reach us with PC Pursuit. I think that you will like what he has done with the message bases, and this is only the beginning. We have some real surprises lined up for the coming months. I don't think that I am ready to let all of the goodies out of the bag, so you will just have to call and check it out.

I have heard that the 3 1/2" drives for the 8-bit systems has been SQUASHED. Rumor has it that 3rd party software vendors were not going to support the drive because of the added cost of releasing their software on another size disk along with the 5 1/4", as well as the low number of drives expected to be sold. So now Atari is working on a Double Sided Double Density (DSDD) disk drive. Also, OSS is working on the DOS to support this. Those of us who use SpartaDOS (or MYDOS) won't have to change DOS'. I am glad to see Atari still releasing hardware for the 8-bit line, I just wish that this drive had come many years ago (and before I bought my last 4 drives). No word as to the expected release date, but it should be quite a while away.

I see in the June 1987 issue of ANTIC magazine that they are having a letter writing campaign to Springboard Software. Those of you who have been with us for more than a year will remember that we did that already. I wish ANTIC luck, but I don't think that they will get anywhere. A better solution might be for all users groups to get together and pledge FIRM orders for Newsroom. Money always talks louder than letters. If you want to try writing a letter, here is the address:

John Paulson
President
Springboard Software, Inc.
7808 Creekridge Circle
Minneapolis, Mn. 55435

Speaking of computer companies, I would like to tell you a little story of a recent hardware purchase I made and how it worked out. I was flipping through ANALOG magazine when I noticed an ad for the Muppet Learning Keys made by Koala Technologies. It was being 'Closed out' by a mail order company, and I thought that this would be a nice thing to

get for my kids. I ordered the package with my Visa card and waited for it to come in the mail. It arrived in less than 2 weeks, and I was excited to give it a try. The keypad is big, about 2 feet square, and very colorful. I knew that my 4 year old would love it. It had pictures of all of his favorite characters! So I hooked it up to joystick port one and then get the disk out to boot it up and it is for the Commodore! So I look on the back of the disk, and that is the Atari side. Normally, I don't read directions unless I have to, but I decided that this was one of those times. That manual explained that the Muppet key pad comes with software for the Commodore, and a patch program for the Atari. Patch program???? It will let you use the key pad with certain software (that YOU supply) like Facemaker. I don't own ANY of the titles listed! Now I am thinking to myself that I am gonna have to buy something else in order to get this thing working. But wait, I can call Koala and ask them to send me something that will work with this new hardware. I called information and asked for the number for Koala in California. I was told that they have changed their name, and I am given their new phone number. The person who I talked to there was very nice, and took the time to tell me that they had sold the rights to the Muppet Key Pad to a company called Sunburst in Ohio. I got their phone number, and called them. I explained my problem to them, and they said that they would send me a catalog and I could pick one free program from it. They also told me that they have told all of their dealers NOT to advertise this product as a product for the Atari, because they aren't supporting it with software. I got their catalog, and it had 4 programs that could be used with the Key Pad, and I really didn't want any of them. So, I finally called the company in florida and told them that I wanted to return this package because there was no support out there. They gave me a return authorization number and I sent the package back. Why am I bringing all of this up? Because I see that this Key Pad is being advertised in the June ANTIC and the MAY ANALOG! They are still selling this product after receiving my letter telling them about my software problems. My advice to everybody is avoid this product unless you want to write your own software.

Well, that's all that I have for this month. I hope you enjoyed the Amateur Fair, and please visit us at the next TAIG meeting. May meeting date is May 31, and the June meeting is June 21.

On the Cover

This months cover is Atari Ship. It was drawn using the 8 bit Micro-Illustrator, and dumped using Megafont II+. It was on a graphic compilation disk, the author is unknown. Thank you VA, whoever you are.

SysOp Notes: May 1986
By Tom Green

Well it is that time off year again. Yes we are talking THUNDERSTORM season! The time of year ALL SysOps fear the most. I especially fear THUNDERSTORMS, not on a personal level, but from the viewpoint of a SysOp who has weather equipment, which is connected directly to the BBS computer, standing on top of his two story house. That weather equipment makes a very attract stiking point for lightning I would think. I do have it all grounded with #8 solid copper wire connected to a 10'x5/8" ground rod, but still it worries me. Anyhow the point is the BBS will be down during thunderstorms (Hopefully I will always be there to shut it down in time.) When I feel there is definately going to be severe weather or weather with alot of electrical activity, I will shut it down before I go to work in the morning. So if you call sometime when there is inclement weather in the area, or a forecast for inclement weather, and the BBS is not up, you will know the reason why.

Speaking of weather, I have been having a little difficulty with the temperature function on the BBS, I am trying to fine tune the thing, but until I get it tweaked properly the readings will be +/-5%. The wind speed and direction are pretty accurate.

Since I have written about nothing but weather so far in this article, I might as well continue. Anyone interested in weather can contact me and I can get you some text files and programs relating to weather. I have a written a program that will forecast the weather for you. It is not really accurate of course, but will determine the most likely weather pattern that you can expect. All the forecasting is done simply by taking current conditions and comparing them to data that I got from the U.S. Department of Commerce, The National Weather Service, and the National Oceanic and Atmospheric Administration.

For those of you who are VERY interested in weather of the severe variety, I would like to pass along a few tips. If you have a scanner that has the capability of receiving the frequency 146.85 Mhz (W00HWT) , you can tune there during time of weather watches or especially warnings and get very good reports of weather conditions in the Twin Cities 7 county area. This is the frequency used by Skywarn, a group of local Ham Radio Operators to relay information to the National Weather Service and other authoritys. It is very interesting to listen to. If you have a scanner, but cannot receive 146.85, your next best bet is to tune in 162.55 Mhz, this is in the VHF High Band. The reports you hear are being broadcast by the National Weather Service, and will be fairly current. They update the current conditions every hour, and also broadcast forecasts, river levels, and other

information. During severe weather they will broadcast live, giving you details on the current situation. All watches and warnings are issued by the weather service on this frequency.

SysOp notes?? Hmm a little off the subject aren't I. Well it started out being related to the BBS. I am rewriting the message entry system for the BBS. I am doing this to hopefully make it easier to edit messages, and the maximum size of messages will be increased from 1.4K bytes, to 3.5K bytes. If a message was entered with WordWrap ON, it will be automatically reformatted to be displayed in 40 or 80 column mode, depending on who is doing the reading. In other words, if you are in 40 column mode and enter a message with WordWrap on, and a person who has 80 column capabilities reads your message, it will be displayed in 80 column mode. The reverse is also true, people reading messages in 40 column mode will see messages that were entered in 80 column mode formatted properly.

The edit commands for the message base will be alot different. There will be NO LINE NUMBERS. To make a correction you will use the search and replace method, you tell the BBS to find a misspelled word (Or whatever) and then enter the text as it SHOULD be. I will go over all the details of the new commands at the meeting. Anyone interested in learning about the commands should see me after the regular meeting.

Let's see, what else. The File Information System has GOT to go, I wrote the code for it trying to keep disk access fast and to a minimum, however this method did not work out so well for editing what was already entered. So I need your thoughts on what you would like to see the FIS be like. What kind of information do you want included. Is SPEED of major importance? SPEED is the most important issue, would you give up a little time in order to still have some sort of File Information System? Please let me know your thoughts on this.

Since SPACE started their own BBS, we have changed the SPACE message base to Current Events, and you can discuss your thoughts on what is going on around the universe, solar system, world, continent, country, state, county, city, neighborhood, block, or your house. We will also be adding a message base for the NEW SIG that will be started this month. The BSIG for Basic programmers. If you are interested in Basic programming see Nathan Block. The message base will be for the people in the SIG to exchange information.

Well, that is about it, I think I covered everything. More than enough, don't you think? Until next month...

Notes From the Membership Chairman
by Nathan Block

I'd like to give a warm welcome to our new members...

Jim Kline
Russ McGelnn
Dan Moe
Darren Gutwein
Corey Strett
Henery Conor

I'd also like to inform these members that they have expired recently.

Thomas Flannery
Bruce Haug
Dennis Hensche
Steve Hopper
John Hines
Marshall Keith
Paul Moe
Ralph Rye
Mark Simonson
Leroy Simonson
John Stanley
Craig Starr
Chuck Stenshoel
Goerge Wilson
Peter Zenanko
Theresa Ziemiecki

There is a one month grace period before these members will be deleted from the membership roster. See me at the meeting to renew, or send both the membership application (please mark RENEW on the top of the form) and a check for \$15 to me at 2656 Georgia Ave. South. St. Louis Park, Mn 55426

Special note: The BASIC SIG is a GO. At the next meeting all of you who are intersted in programing in BASIC please bring all questions along to the meeting. We will have a special meeting after the main meeting ecspecially for BASIC programing.

```
*****
*           Notice!           *
*                               *
*The June meeting will be held*
* one week EARLY due to a    *
* timing conflict at the     *
* St. Louis Park Rec. Center *
*                               *
*           June meeting      *
*           June 21           *
*                               *
*           Newsletter deadline *
*           June 5            *
*****
```

Wizard's Crown
Strategic Simulations, Inc.
by Eric Hopper

If you ever want a fantasy role-playing game for your 8-bit, you should seriously look at Wizard's Crown by SSI.

Wizard's Crown starts off, after copying three disks, in an inn. There you can do basic party maintenance, and improve your characters with experience.

You are provided with a set of characters, any of which you can scratch and make your own. The characters it comes with though are better than many you could make your own. Characters, of course, have classes, each requiring a different level of intellignece.

When you've finished with your characters skill, and class you are presented with a set of parameters that are unlike any game of this variety. It has skills! These can be improved with experience points, but certain classes only have access to certain skills.

When you've finished with all this, it's time to go adventuring. You start out in a town with no money to speak of, and have to kill people to get it. (of course!) You can't kill innocents inside the town, but you can kill anybody who attacks you.

When you're attacked it ask you "Use Quick Combat(Y/N)". In quick combat you're just presented with a screen of hit points, injuries, blood loss, monsters left, and the options flee, pause, and magic(OFF/ON).

The real treat comes when you don't choose Quick Combat. It pops up into a combat field of large size, and great complexity, where it allows you to initially position your characters in a set area of this field. After this you fight, but what a fight it is, you have a staggering array of choices each time a character moves, and the smallest detail of combat is monitored. It even monitors morale loss, and character facing. Needless to say this type of combat takes a long time, and can last as long as 40 minutes of non-stop playing.

As with most such games Wizard's Crown has a bit of text adventure in it, so be sure to write down anything anybody tells you. This too is one of the things I have against it. There is no interaction between you and the other people in the game, all you can do is talk to them, and they always give the same answer. The only other complaint about the game is its manual. Its manual is very good, but in some places it is condradictory, or incinsistent. This is a small problem, unless you skim the manual.

Too sum it up Wizard's Crown is a great fantasy role-playing game, and is a must for any adventurer's library.

Indus 6T and DOS 2.5
By Carl Hartness

If you are unable to use DOS 2.5 enhanced density disks in your Indus drive, you probably can correct the problem with a new EPROM.

The problem is the 139 error which occurs when attempting to read the directory. This is a result of the drive attempting to access the second half of the VTOC on sector 1024. To be sure, check the message on the screen when starting Synchromesh with BSYNC.COM. The early EPROM returns RV01.10/SV01.30, while the new EPROM returns RV01.20/SV01.30.

The EPROM is available from Future Systems, Inc, Chatsworth, CA 91311 for just a few dollars. Be sure to specify the Atari EPROM version 2.

Installation takes about 15 minutes. Remove the four screws on the bottom of the case and the two screws holding the bezel on the back. After sliding the case off, remove the two screws holding the front panel to the chassis, and the four screws holding the drive to the chassis. Rotate the drive out of the chassis toward the back. There are only a couple of chips the size of the EPROM. The one you want to remove probably is labelled v1.1. Gently pry out the chip, especially taking care not to crush its neighbors. Install the new chip, taking care to orient it right, and reassemble the case.

Broken door on your Indus? If the door opens and closes, but catches a little just as it opens, there may be a simple fix. The door pivots on two pins which fit tightly into slots in the front bezel, and are supported and secured by a screw alongside the pin. If the pin has slipped out of the end slot, the screw may be loosened and the pin pushed back into place. It's an arrangement only its designer could love. If the door itself is broken, I have for sale the replacement door I bought before I knew what the problem was.

Treasurer's Notes

This is my first month as treasurer, and an uneventful month it has been.

Our begining balance was... \$888.47
Our ending balance was... \$818.47

\$70 was spent on the Amateur Fair booth.

Unfortunately, I do not know how much printing and mailing of the newsletter will cost. Most likely, there will be quite a dip in the treasury because of the newsletter. That will appear in next months report.

Minutes of the April 26, 1987 TAIG Meeting

The meeting was called to order at 7:07 pm by Vice President Tom Green.

Diskettes ordered by members at the March meeting have not yet arrived. They should be available at the May meeting.

Nominations were opened for the electin of officers. Previously nominated were

President - Steve Ingalsbe
Vice President - Tom Green
Treasurer - Cory Johnson
Secretary - Paul Franson

There were no new nominations. The above listed slate of officers was elected by unanimous acclamation.

A volunteer is needed to review the game Wizards Crown II for a future issue of the newsletter. After the game is reviewed, the club will hold a raffle and give it away.

The Pace Atari users group in Duluth would like to schedule a meeting between some of their members and some of ours sometime in May, in Hinckley. Contact Tom Green or Steve Ingalsbe if you are interested in attending this meeting.

Tom Green has received information on the Amateur Fair held at the State Fairgrounds. TAIG had a booth at last year's fair, and needs volunteers to man one this year. Contact Tom Green or log on to the BBS to get more details. The fair will be held June 6-7.

Information is available concerning the GENie information network. If interested, get a pamphlet from Tom or Steve.

The Antic and Analog Disks will probably be dropped in the near future due to lack of interest. If you have a strong opinion one way or the other on this matter, leave a message on the BBS.

SPACE has started their BBS on line. You can call at 3/12/2400 baud. The number is (612)774-0135. Their board is running on a 130XE with a one meg MIO and 1050 drive.

The treasurer reported that we currently have \$764.47 and that we have an outstanding bill of \$110 for room rental at the recreation center.

On the eight bit DOM this month, DOS 4.0, Joke DOS, Shrink XE, Touch Tablet utility routines, and Sparta DOS utilities.

See Ken Modeen or leave him a messag on the BBS if you have software you would like to see demoed at a future meeting. Softwar can be a commercial package that you own, or something you have written yourself and want to show off.

Watch this space for details of the upcoming TAIG Programming Contest.

A review of Dots-Perfect
By Steven Ingalsbe

Dots-Perfect is an upgrade for your Epson printer. The version I tested was for the RX-80, but the other versions work the same way. Also note: you MUST tell them which type of Epson printer you have because they are not interchangeable. The RX-80 version will not work in a MX-80, and so on.

The upgrade is a simple single chip swap. All you are going to do is replace the Epson ROM (Read Only Memory) with an EPROM (Electrically Programmable Read Only Memory). This chip contains the program that tells your printer how to print. I am not going to go into detail about how to install the chip, the manual that comes with the product is very well laid out, and you should have no trouble with it. There are lots of pictures, and if you get stuck, they provide a phone number for you to call for help.

How to use Dots-Perfect

To select NLQ (Near Letter Quality), you simply press the FF button while the printer is ONLINE. Couldn't be simpler. To go back to DRAFT mode, press LF while on line, and to clear the buffer, press ON-LINE & LF together. Is that all of the functions you get? NO. By pressing the ON-LINE & FF buttons together, you get access to the menu. The menu has 14 items that can be turned off and on in almost any combination. Here are the 14 functions:

- 1) Condensed
- 2) Elite
- 3) Double-Wide
- 4) Emphasized
- 5) Double-Strike
- 6) Perf-skip
- 7) 1/2" Left Margin
- 8) Italics
- 9) Underline
- 10) Fine Print
- 11) 8 Lines Per Inch
- 12) Quite mode
- 13) Slash Zero
- 14) 8 1/2" Wide Paper

As you can see, you now have quite a lot of control from the front panel of the printer using only 3 buttons! How does that work? Well, you activate the system by pressing ON-LINE and FF together. Then you press FF the number of times needed to get to the function you want to turn on (or off), then press LF, and you have toggled that function. Press ON-LINE when you are done, and you will be all set to go. Here is an example:

To turn on Perf-skip, press ON-LINE and FF together. Now release both switches. Press FF 6 times (count the beeps as you go). Now press LF to toggle that function ON. release LF and press ON-LINE and your printer will skip the perf at the end of each sheet. Of course, you could set the skip-perf with the DIP switch inside the printer, but if you use

PaperClip or Print Shop, you will have to turn it off everytime you print with these functions. The procedure would be exactly as described as above.

I find the Dots-Perfect upgrade an excellent way to upgrade to a NLQ printer without shelling out the big bucks for a new printer. Dresselhaus has done it again!

CONTEST PROPOSAL
Greg Gibbons

During the last TAIG meet, I suggested a programing contest. Our Vice President, Tom Green who was presiding over the meeting then asked if I would volunteer to organize the project. Well O.K.! Here goes.. The competition will be on selected topics. Suggestions can be brought up at the next meeting by any member. The programs should be standard eight bit Atari basic at least to begin with.

I will then bring in my computer to the following meeting and collect the entrys. The programs could then be published on the following disk of the month and winner(s) voted on at the next meeting. Since this is going to involve several months to do, we could have several different topics for entry.

I will suggest that a one line program (your choice of function, demo, game, utility, etc.) would be interesting. Let's see what you can do with just one program line. I think most of us could find the time for that! Also any type of art, a TAIG logo perhaps or maybe a picture of Max Headroom? Feel free to donate any ideas.

The artwork can be done with any type of art software but must be able to be loaded with Atari DOS.

As far as what the winner(s) will win, I guess a free Disk Of the Month would be a good start, but a bigger prize would help get things going. Perhaps some of the donated software could be offered as prizes instead of raffled off. The best entrys can also be submitted to ANTIC or ANALOG for possible publication and a bit of recognition for you and TAIG!

I don't have to say that this depends on your cooperation and will give the group something we can all share, so I won't!

Continuing the explanations of commands available from the main command prompt. Here we go...

Q-DataBase. The database is pretty straight forward, you will be shown a menu of choices. At any point in the Database, enter a Q to return to the main command prompt. After making the first choice, you will be shown another menu of choices, just choose the one you want to see. The BBS Information section contains all the files that used to be accessible from the main command prompt, such as, List of Users Names, Who's called the BBS, Other BBS's, etc. We have the stock prices in the database. They can be found in Atari News choice 3. You can stack your commands in the data base. Say you want to see who's called the BBS today, you would type : Q F 7 at the main command prompt, and the BBS will go directly to the Who's called file.

R-Read Messages. You will be brought into the current message base, which is base 1 (General Info) when you first log on. The BBS will display the name of the base, and will print all options you have turned on (These are WordWrap, Index, and FastRead), then the number of messages in the base, the number they start at and the number they end at, and your high message number.

You are now at the Read Command Prompt, here is a list of the options available from this point :

- W) Toggle WordWrap.
- 1) Toggle Index Numbers (See earlier article on the E command)
- N) Read new messages in this base.
- R) Read Reverse from latest message to oldest message.
- T) Read all messages addressed to you.
- F) Read Forward from oldest message to newest message.
- #) Enter the number of the message you want to read.
- #-#) Read from message # to #.
- E) Enter message.
- Z) Change bases. (See Z command)

After a message is displayed, you have several choices, these are:

- A/ Resend the last message
- N/ Display next message. (Just pressing RETURN will also do this.)
- R/ Reply to message.
- M/ Goto Main Menu.
- E/ Exit to Read Command prompt.
- D/ Delete this message.
- P/ Print Message.

Print message option is only for Remote sysops. In order to delete a message, it has to be from you, to you, or you have to be a remote sysop. Reply is only for validated users, you will be put into the message editor (See E command in earlier article). The others are self-explanatory.

S-Storytime. This feature allows users to create their own story as they go along. Each user can add one line of text per call. The stories usually get bizarre, but can be fun.

T-Time Info. You will be shown the message base you are in, the current date and time, time on the BBS and allotted time remaining on the BBS.

U-Upload a file. You are going to send a file to the BBS. The BBS needs to know the filename, you can enter : U FILENAME, and the BBS will not ask for the filename, if you just enter U, the BBS will ask for the filename. You do not have to include extenders. The BBS will put it's own extenders on the file. If the file needs a certain extender to work properly, include the extender in the File Information System. After entering the filename, you will be asked what type of file you are sending, Docs, Game, Telecommunication, etc. Answer accordingly. You will then be asked the language the file is in. Whether it is just text, or a SAVEd basic file, object code, or whatever, answer as best as you know.

You will then be asked to enter a description of the file. You have 4 lines of 40 characters, please try to leave a good description, and try to make the text look neat. If the file needs a certain extender to work properly, this is where you would let us know what the extender is supposed to be. This section (Where you enter the description) is part of the File Information System. Later when the file is made available for downloading, the users have the ability to look at the description you leave in order to determine if the file is going to do what they want.

V-Email. Email is much like any other message base. Except that you can only read messages addressed to you, or messages from you. When you first enter Email, you will be asked if you want to Read or Send. If you choose send, you are put into the message entry section of the BBS. Enter and edit messages just like you would in the other bases (See E command in earlier article).

If you choose to Read messages, you will be asked if you want to read messages addressed to you, messages sent by you, or both. Choose accordingly.

When you leave a message you need to enter the persons name that you are sending it to. The name has to be spelled exactly the same way as the person has his name entered in the BBS's password file. Just make sure to spell the persons name right. You cannot send messages to SYSOP or ALL, only to a specific person. All messages are locked, so only the person you send it to and you can see the content of the message. You can send Email to more than one person by using SYSUSR:#, where # is the access level of the people you want to receive it. If you leave a SYSUSR: message, you have to delete it after 2 weeks, because the people receiving it cannot delete it. The SYSUSR: messages can clog up a persons mailbox, especially if there are a lot of SYSUSR: messages.

To get back to the main menu from Email, just press RETURN at the Read-Send prompt.

W-Weather. Right now we have a weather function on the BBS, where you will be shown the high, low, and current,

temperature and wind speed. Also the current wind direction. All highs and lows are cleared at 4:00am.

X-eXpert mode. This actually controls your Key Entry Mode. There are three different Key Entry Modes. They are:

1) Normal. This is like FoReM boards where you just enter a command letter and press RETURN. You can stack commands in this mode.

2) Show-n-Wait. In this mode, as soon as you press a key, the BBS accepts it, sends you a short string describing the action it is about to take, i.e. pressing E will cause the BBS to send Enter Msgs:. At that point if the command you chose has stacking capabilities, you can add your secondary command. So if you chose R, the BBS would send Read Msgs:, you could then enter N, and press RETURN, and the BBS would Read New messages in the base you are in.

3) Show-n-Go. The BBS will act immediately on the key you press, it will not stop and wait for stacked commands. If you have Show-n-Go Key Entry Mode toggled on you will not see the message base menu, you will not see the edit command header when entering messages, and several other short help messages will not be shown. This is what is usually called expert mode.

To toggle from one mode to the other, just enter X from the main menu. Default is Show-n-Wait. While in the Show-n-Wait mode, once you choose a command, you cannot back up and deselect it, you are forced to carry out the command. If you are uncomfortable with Show-n-Wait, I would toggle to normal mode.

Y) Yell for Sysop. When you yell for the Sysop, the bell is sounded on the BBS monitor. If the monitor is not turned on the Sysop will never hear it of course, so the Sysop could be right there in the room and not know that you yelled. Don't yell more than twice. If you just yell once, it is noted on the Sysops monitor, even if you are off reading messages or something, the Sysop will still know that you yelled.

Z) Switch message bases. You can choose Z and see the names of all the message bases. You will also be shown if there are any new messages, the high message number in each base, and your read status on that base. If the name of the message base is preceded by an asterisk then you know there are new messages there.

The read status is controlled from the + command. If the read status is ON it WILL be included in a READ ALL NEW command. If the base is OFF it will not be included. A lot of people see the READ ALL NEW command and try it and it says 'No new messages', yet they are told there are new messages, and there really are new ones. This is because they have ALL message bases toggled OFF in the READ status. In order to use the READ ALL NEW command, you must have some message bases turned on, you can toggle the message bases on and off by going to the + command (Further details later in this article).

If you do a Z from the main menu, and then choose N, for READ ALL NEW, the BBS goes through all the message bases you have toggled on, and will read all messages that were left since the last time you read messages in that base. You can also stack the READ ALL NEW command from the main menu by

entering Z;N.

If after getting the Z menu, you decide you don't want to switch bases, just enter RETURN to go back to the main menu.

X The X command is used to get to the File Information System. You can go here to get a description of a file you are interested in downloading. You will be asked for the filename of the file you are interested in. Some files on the BBS do not have information in the File Information System(FIS). If I put a file on the BBS locally, I have to go into my FIS editor program and add the description, I don't always have time to do this. If you find a file without an FIS entry, but you are interested in the file, just leave a message to me. If you can't remember the filename, you can just type in the first few letters, or just the first letter of the filename. If you enter ST you will be shown all FIS entries whose filenames start with ST. If you enter D you will shown all filenames that start with D, etc...

Other information is included in the FIS entry. The date the file was uploaded, the number of bytes in the file, the approximate transfer time at your current baud rate, the number of times the file has been downloaded, etc...

+ The + command is used to toggle message bases that will be included in the READ ALL NEW command. If the base is OFF, it will not be included. If it is ON it will be. To toggle the base, simply enter the base number. If you want to toggle more than one, enter all the base numbers to toggle. If the number of the base is less than 10 you have to leave a space between that base number and the next, if the base number is 10 or greater, don't leave a space. Examples: To toggle bases 1, 3, 5, and 9 you would enter : 1 3 5 9

If you want to toggle 1, 3, 10, and 15 you would enter : 1 3 10 15

The BBS looks at two characters at a time when you enter the base numbers, that is why you have to leave a space between single digit numbers. Once you have the bases toggled to your liking, just press RETURN and you will be returned to the main menu.

Well that concludes this series of articles explaining the functions of the BBS. I hope this has helped you to enjoy our BBS. I think you can tell from the last several articles that this is a pretty extensive BBS system, and I'm happy to be running the BBS for our members. I have noticed an increased usage in the last few months by TAIG members, and I am glad to see that. For those of you who aren't calling on a regular basis, I would encourage you to do so. Any problems, suggestions or questions, please feel free to let me know about them. See you all on the BBS.

Stay tuned for MORE updates and some BIG surprises...Again with the rumors?

A Comparison of Disk Compaction Routines
by Chuck Grimsby

Last month, I got the ARC 1.2 programs, something I was in dire need of now that my disk library has gone over 200 disks plus all the backups. So, I started to wonder just how good these programs were, and which one was the best.

Dialing up my user's group BBS (TAIG BBS: 612-522-2687) I found four different programs & some variations of them. I downloaded Disk Communicator 2.2, ShrinkXE & Scrunch 3.0 and started to test them. What I found made me wonder why anyone even bothered with ANY of these!

Mainly, these programs (with the notable exception of ARC 1.2) do not really compact at all! They just append one program to another in a way that makes them easy to separate again. It probably would be just as easy to write a short program to append the files on your disk together with a character or two in between the files to tell a 'un-appender' program when to stop.

If the BBS you use counts the time you use downloading, as most commercial BBS's (like CompuServe, Delphi & GENie) do, to make a bunch of files into one DOES NOT justify the small savings. All these programs will do is save you some typing time in preparing your system to receive a Download.

I understand the feelings of many of you. These programs save you the drudgery of typing file names which are almost identical except for 1 digit. I suppose that might be a valid reason. And I can accept the reason that when a disk is uncompact you get a sector by sector duplicate of the original. However, in this day & age when Software companies complain about 'Hackers' copying their works, the need for a sector by sector duplicate only serves to strengthen their case. Most Public Domain programmers don't put in a need to access a certain sector into their programs, unless they are trying to stop duplicators.

Ok, now that I've angered many of you, have a look at the table at the end of this article. Notice the percent savings. As I mentioned before except for the notable exception of ARC 1.2, the most savings you're going to get is in the 1 to 5 percent range, and a lot of the time, not even that! In fact the files you thought you had made smaller, are now bigger than the original ones were!

Ok, you say, some kind of strange error in my system? Perhaps, but these figures are the BEST of the three trials I made. All on brand new, certified disks on a totally unmodified system (A 130XE & 2 1050 disk drives, Atari DOS 2.0. Neither BASIC or RAMdisk was installed). The use of a RAMdisk probably would speed things up a bit, and all of these programs have claimed in their documentation that they could handle a RAMdisk (except for ShrinkXE). But then a lot of us don't have the capability of using one, and even then, many of the files I used for the test would not have fit into a RAMdisk.

If you want to repeat the test, at the bottom of the Table

you'll find the names of the files I used.

Now that I've gotten THAT out of my system, let's have a look at the individual programs themselves, which is what I had really meant to do when I first thought of writing this.

First, I really shouldn't have included the ARC 1.2 programs. ARC is NOT a disk compaction program. It works file by file. Disk Communicator 2.2, ShrinkXE & Scrunch 3.0 all work from whole disk to whole disk. ARC 1.2 is actually a two program set, one to make the ARC'd file, and one to un-ARC the files. According to the documentation this is done to save memory, as the program uses whatever memory is unused to read in the program, compact it (by one of three methods) and then writes the compacted version to disk. It does add a file name extender of .ARC to the compacted file, making it quite clear what program to use to reconstruct the files.

ARC, being new to the scene, is almost devoid of any amenities. the un-ARC program does let you get a directory, but that's it! For what ever reason, you can't get a directory from the program to make the .ARC file, and no wildcards are allowed! You also can't ARC a DOS.SYS file, so for a boot disk like NEWBALL, you won't be able to use ARC 1.2. ARC's main problem is that it is slow. After reading into memory the file to compact or expand, your system can sit and appear to do nothing for several minutes. To help speed things up, the programmer included the ability to turn off the screen to speed things up, and that helps by about 20%, but it is still awfully slow. Don't be worried if 3-5 minutes go by without anything moving. That's probably normal.

The nice thing about ARC 1.2 is that it actually will give you noticeable savings. Not the 25-50% claimed, but enough to notice on a sector count. GENie, by the way, is so impressed by ARC 1.2 that they are converting all of their 8-bit Atari files over to ARC 1.2. A rather unusual move by a BBS that you have to pay to use.

Disk Communicator 2.2 by Bob Puff, has it all. ALL DOS functions can

be performed in the program, including subdirectories and renaming files, deleting files. Everything but copying. Like ShrinkXE, you have the option of either Booting the computer (Coldstart) or just exiting to DOS from the main menu. By the way, if you have just expanded a program, don't just Exit to DOS & load a new program. Disk Communicator (or any other program for that matter) will still be in memory which can do some strange things including Lock-up.

It's a shade slower than ShrinkXE or Scrunch 3.0 when the Write Verify is on, but it's very easy to use. The documentations are not even needed. If you have two or more disk drives, you can set the program to run automatically and go do something else. Disk Communicator 2.2 also supports the RAMdisk. With the Write Verify off, this program is just as fast, if not faster than any of the others. It also has a very nice function line that tells you just what the program is doing, what sector it's working

on, and when uncompacting a file, it even tells you 'This is the last pass.' All in all Disk Communicator 2.2 is the easiest to use of those I looked at.

This program also offers the unusual option of making several small files, or just one big one. I can only think of two reasons to do this. If your telecommunications program has a small buffer and won't access the disk a second time, or so that you can increase your upload count on BBSs. The buffer problem really should be a clue to get a new modem program, and the upload 'trick' should really be disallowed by SysOps. Using this 'trick' might get you purged from the system, so I wouldn't use it too often.

Scrunch 3.0 is next easiest to use. Like the other three 'disk compaction' programs, it is a all in one program, doing both compacting and expanding without having to reboot and load a different program. Like Disk Communicator 2.2, you set it up to run from the main menu, and then let it go. The only DOS functions available are directories (of drives 1-8) and whether or not to format the destination drive. (Note: formatting is done in what ever DOS you booted up in, so be sure to use DOS 2.0 or a equivalent Single Density DOS when expanding files that access by sector, not file name.)

The only two things 'wrong' with this program are that the 'Boot System' is NOT a Coldstart (it's actually a Warmstart - Scrunch 3.0 is still in memory) and that the sector counter jumps whole batches of numbers as it counts up. Neither of these things are really 'Wrong' just minor glitches when compared to other programs.

ShrinkXE by Peter Fitzsimmons is also easy to use. It's also the smallest of them, thus the fastest to load. It's at the bottom of my list for two reasons. First, prompts are reused in the program, sometimes being displayed when they're not needed. That's not really a problem, but seeing a prompt to insert a destination disk & press start can be worrisome when you told it to use two different drives. (You also don't need to press start!)

The second reason was that I never could get the Toggle Density function to work with any of the DOSs I tried (SmartDOS, OSA+ DOS, QDOS, ATARI DOS 3.0, ATARI DOS 2.0, & ATARI DOS 2.0). All I got was 'Drive Can't be Configured'. the documentations I got with the program is confusing about this. It does clearly state that it doesn't support the 1050's 'Enhanced' density so just what it does is puzzling.

Like Disk Communicator 2.2 you have to format your destination disk first. But that can be done from the program's menu as well as getting directories of drives 1-8. (Note: formatting is done in what ever DOS you booted up in, so be sure to use DOS 2.0 or a equivalent Single Density DOS when expanding files that access by sector, not file name.)

Unique to ShrinkXE is a routine to check to make sure there are no errors on the file you just compacted. According to the documentations, it re-runs the Un-Shrink routine, but doesn't write to disk. A nice way to check a file before sending it out. From tales I've heard of other people's past

experiences, I can only hope more people who use this program will use that routine.

To summarize, I was new to this whole subject when I started. I really thought these programs would save space and/or time on my disks & when downloading programs. And when I found out how little they actually did, I was rather angry. Maybe some of you 'Old Hands' out there knew all this in advance, but I sure didn't. And with names like 'Shrink' & 'Scrunch' how was I to know? ARC 1.2 which really does save some space is so slow that it's not a good idea to use if you're ever in any kind of a hurry. And having to type in the filenames each time individually, makes it one to use only if you can hang around and wait.

So, are these programs 'worth it?'. I still think so. The advantages of being able to download a whole group of files all at once, outweigh the (possible) extra bytes, sectors & time these programs will add. I'll personally probably use ARC 1.2 & any improvement to it when I send a file, but since others may not want to spend the time required to use ARC, I'll use The others as well. (Probably only to expand the files though.)

Time Program	Time Sectors	Savings Bytes	Savings Compacting	Savings Expanding	%Sectors	%bytes
Object files	614	76433	00:00	00:00	-	-

Disk comm 2.2	586	73166	5:38	4:37	5	4
ShrinkXE	598	74714	4:39	2:26	3	2
Scrunch 3.0	583	72800	5:10	5:33	5	5
ARC 1.2	458	57165	11:50	12:37	34	34

Save Bas file	285	34912	00:00	00:00	-	-

Disk Comm 2.2	282	35288	3:26	2:10	1	-1
ShrinkXE	295	36807	2:55	1:10	-3	-5
Scrunch 3.0	286	35827	3:20	4:48	-0	-3
ARC 1.2	246	30719	6:47	5:51	16	14

Text Files	662	82575	00:00	00:00	-	-

Disk Comm 2.2	669	83554	8:03	5:00	-1	-1
ShrinkXE	661	82537	4:58	2:39	0	0
Scrunch 3.0	655	81859	5:31	5:56	1	1
ARC 1.2	402	50189	11:23	13:08	65	65

ADVAN BASIC
by Jim Johnson

There are more versions of BASIC available for Atari 8-bit computers than I have seen for any other machine.

Antic compared six versions in the June '87 issue. The following is a better, but by no means complete, description of Advan Language Design's Advan BASIC. Antic's comparison was not inaccurate, but some statements are easily misunderstood. For example, a statement was made that Advan BASIC is not compatible with Atari BASIC. While this is true, what was not mentioned is Advan BASIC can convert most Atari BASIC programs to Advan source code. A BASIC software package often means you will receive an editor, an interpreter or compiler, and an alphabetized listing of the command syntax. In that context, a better name for Advan BASIC might be "Advan Development System".

Advan BASIC comes with much more than the above. In addition it is a tremendous super set of BASIC. One command conspicuously absent is 'DOS'. It is not needed. All typical DOS functions are either built-in as direct commands, or are accessed as programs from disk. One exception is a "write or copy DOS" command. BASIC and DOS are one, and copy protected. The power of Advan BASIC's string handling and formatting functions are among the best I have seen on any computer, micro, mini, or mainframe. For text intensive software such as financial reports or tables, you will not find an easier general purpose development tool. The numeric functions also demonstrate increased power. Of greatest importance is the availability of true integers (as opposed to real numbers without a fractional part). Integers require only two bytes of memory and can be acted upon directly by the CPU. Real numbers on an Atari require six bytes of memory and must be processed by a "floating point routine". Atari BASIC uses only real numbers and an inefficient floating point routine. Advan BASIC allows user defined functions, named routines, some aspects of structured programming, many different types of loops and conditional processing, and bit-wise operations. Many sound and graphics procedures that require either machine language subroutines or multiple programming steps in Atari BASIC are supported by single commands in Advan BASIC. Game designers will find saving and loading screens, display list interrupts, and the ease of player/missile creation and control a dream come true. A lot of the more common POKE's to memory have direct commands; there is little need to memorize a multitude of operating system locations. If you do need to PEEK or POKE, you have a choice of 8-bit bytes or 16-bit words. The other reason for POKEing memory in Atari BASIC is to load machine language subroutines for access by a USR call. You will not need a machine language subroutine in many cases, but if you do, it can be placed within the program using assembler mnemonics. Between this and the direct commands, PEEKs and POKEs are rarely needed. What really makes Advan BASIC a powerful development system is the software included on the master disk and available on the optional disks. For all the power in the main software, I would not recommend its purchase

without the options. From my viewpoint, it is like buying a Porsche with a Volkswagen Beetle engine; lots of flash, but limited performance.

There are three optional disks. The DOS - BASIC editor/compiler on the master disk is copy protected, as is the major program on each of the optional disks. None of the other software is copy protected, but can not run without Advan DOS. There are several good programs on the Utilities disk, but the most important one formats a disk with Advan DOS and runtime support (no editor or compiler). Other Atari 8-bit owners who do not own Advan BASIC can then use your compiled software. The Screen Design disk provides several powerful graphics functions. It is almost sinfully easy to create custom display lists with multiple graphics mode changes on one screen. The tools are provided to draw lines, boxes, circles, text, and so on across the custom display. An alternate character set generator is built in. Fine horizontal and vertical scroll is a snap. Software is also provided to enable these custom screens to be saved, loaded, and manipulated from within an Advan BASIC program. I once used this option to create half a dozen custom screens, some of which were animated, for title screens on a home video movie. It took me no more than an hour to design the screens and write a program to control them. Last is the Optimizing Compiler. There are situations where this special Advan BASIC compiler can create code that will run faster than all but the best assembled code. In other situations it can reduce memory requirements of a program up to 20 percent. It can also rearrange some inefficient coding styles within the compiled code. Perhaps best, it can insert its own much more efficient floating point routines. There are a couple other good points as well. Advan BASIC can create a 130XE randisk as D4:. The disk file structure is compatible with DOS 2.0/2.5, although there are fewer available sectors on disks formatted to include the optional Advan DOS and runtime support. The documentation is about the best I have seen for any software. Advan BASIC comes with a manual that includes both a tutorial and a reference section. There is a table of contents and a useable index! All the supporting software on the master disk and for each of the optional disks is well described. The best point is William Graziano, the author of Advan BASIC. No manual is perfect and here and there I have had questions. Mr. Graziano has responded to my letters typically within two weeks and often sooner. My mother doesn't get that kind of service! Once, I wrote with suggestions for future enhancements. Two weeks later a disk and letter arrived in my mail box with source code and explanations on how the software should be customized to meet my needs. If any members own Advan BASIC and would like source code for loading machine language programs under Advan DOS, or to batch copy utilities to the randisk at boot time, let me know. The worst complaint I have about Advan BASIC is the copy protection. It will especially be a nuisance when I purchase ICD's MIO Board. I would like to boot from ram or hard disk. Oh well, at least Advan Language Design understands the critical need for software backup. Two registered copies for each disk are provided. One copy is intended as work disk, and the other copy should be placed in a safe place. You can also limit the use of

the master disk to booting your system by copying all the supporting software to another disk. If other members have had experience with Advan BASIC I would like to hear about it. Because of the travel time, you won't catch me at too many meetings. Please send me a note at:

Jim Johnson
Rt. 3 Box 277E
Cambridge, MN 55008

- 1) RESET
- 2) COMPRESSED
- 3) DOUBLE-WIDE
- 4) EMPHASIZED
- 5) DOUBLE-STRIKE
- 6) PERFORATION SKIPOVER
- 7) LEFT MARGIN INDENT
- 8) 8 LINES/INCH
- 9) ITALICS
- 10) FINE PRINT

Finger Print Upgrade for the Epson MX-80 Printer By Steven Ingalsbe

As many of you know, the latest thing in printer upgrades is the Dots-Perfect upgrade by Dresselhaus Computer Products. I recently installed a Dots-Perfect upgrade in my fathers RX-80, and immediately became jealous of the new power his printer had. I was telling a friend of mine about all of the new functions that this upgrade gave the old RX-80, and how I was thinking of ordering one for my MX-80 printer. My friend then informed me that he had a modification for the MX-80 that did almost all of the same things (except Near Letter Quality), and that he would sell me the package for \$2.00! I was skeptical, but decided to give it a try. The package was called Finger Print, and was manufactured by Dresselhaus! I looked at the package, and saw that it was still sealed in the original wrapper, and you could see a small circuit board through the cellophane window on the front of the package. Well, I plunked down my \$2.00 and took the package home for further study. What I found was a nicely laid out circuit board containing a 24 Pin chip, a 24 pin socket, 2 support TTL chips, and 2 wires. There was also an 8 page manual with 11 pictures and complete directions for installing the circuit.

I decided that I would try installing this into my MX-80, and see what happens. Installation was very simple. All that had to be done was remove the cover of the printer, and locate the ROM chip on the printer PC (printed circuit) board. I then pulled this chip out of its socket, bent up pin 20 so it was sticking straight out, and put the chip into the 24 pin socket on the finger Print PC board. I then installed the PC board into the printer ROM socket and attached one of the wires to the bent up pin. The other wire had a small spring hook clip on the end, and this was attached to pin 11 of the 40 pin chip next to the ROM socket. All that was left was to put the printer back together and see if I still had a functional printer.

I hooked the printer back up to my trusty 320XE, and applied power to the system. Hmmm, no smoke. Thats a good sign. It was time to try out some of the new functions. These are the 10 functions that I now had control of from the front 3 switches of the printer:

So, what does Dots-Perfect have that I am missing? Near Letter Quality, Elite, Underline, Quite mode, Slash Zero, and 8 1/2" paper select. I saved about \$65.00, and so I am quite happy with what I got. I am still thinking about getting the Dots-Perfect upgrade, but now I can take my time about getting it and decide if I really need NLQ. There is one other thing that you should know about Finger Print, it has a 1983 copyright, so Dresselhaus might not sell it anymore, especially with the Dots-Perfect upgrade doing so well, but you might keep your eyes open for one. It will only work on the MX-80, but it sure has some nice features.

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* *
* 300/1200 bps *
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Editors Notes

Impressive isn't it? If each member wrote 1 article per year, we could consistently put out 15+ page newsletters. I want to thank everyone who pulled with me to make this one of the best newsletters to date.

I'd like to apologize for being so late in the month with this issue. It was held back to be more current at the time of the Amatuer Fair. Speaking of the Amatuer Fair, I hope to see you all there. It was a great time last year. We met some interesting people, I bought some very good books and some software at bargain basement prices. The Amatuer Fair is also quite a showcase of both state of the art and antique equipment. See you all there!

Write a newsletter article this month.

BYTES, NOT BUCKS.

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AVATEX 1200	300/1200 Baud	100.00
AVATEX 1200HC	300/1200, Hayes Compatible	150.00
DATA 24	300/1200/2400 Baud, Hayes compatible	250.00

Printers:

Star NP-10	NLQ, tractor feed, Epson compatible	200.00
Epson LX-86	NLQ, tractor feed, 120 CPS	265.00
Epson FX-86e	NLQ, tractor feed, 220 CPS	400.00
Epson EX-800	NLQ, tractor feed, 320 CPS	480.00

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The ATARI Capital of Minnesota

The North Area Repeater Association is having their annual Amateur Fair at the State Fairgrounds & Race Track on June 6th and 7th. The schedule is as follows:

Saturday Activities Outside 6:00 a.m. - 5:00 p.m.
Inside 8:00 a.m. - 5:00 p.m.

Sunday Activities Outside 8:00 a.m. - 3:00 p.m.
Inside 8:30 a.m. - 3:00 p.m.

Admission is \$5.00, kids under 12 get in free with an adult. No extra charge for selling space in the giant flea market held around the racetrack. There will be food concessions inside and outside on both days. Prizes will be awarded throughout the day.

TAIG will be there again this year. Last year we had very good response from the people who attended the Fair, a lot of interest was shown in the Atari line of computers. We talked to several people who were still thinking about what computer they were going to purchase. That is why we feel it is important for TAIG to be there, to let everyone see that Atari is still alive and well. We hope to have some software available for the Ham's who already have Atari's, but have not been able to find any software relating to Amateur Radio.

Just because it says Amateur Fair, doesn't mean it is just Ham radio equipment. Last year we saw a lot of computer related selling and displays. A lot of software and hardware for Atari computers. I would encourage everyone to stop by and see the TAIG booth and everything else at the Amateur Fair.

Files Used in tests:

BASIC FILES:	Object Files
-----	-----
(All from the	FUJISWAN.OBJ
7/86 ANTIC Disk)	BALSONG1.OBJ
HELP .BAS	BOINK .OBJ
ARTMAKER.BAS	KSCOPE .OBJ (Krazy Scope)
BUILD .BAS	LINEDEMO.OBJ
COMPDECK.BAS	CESDEMO .OBJ
DECKLOAD.BAS	
DESERT .BAS	
NEWOWNS .BAS	
QUARTER .BAS	
RLEMAKE .BAS	
SHUFFLE .BAS	

Text Files:

(I 'cheated' here, not having any large text files, so I just 'captured' the message bases from several local ASCII BBS's & then broke them into three files of roughly 25000 bytes apiece and removed any characters with codes lower than 26 or higher than 125 with the program TIDIER.TUR (written in TurboBasic by Dave Yearke.) (Thanks, Dave!))

Well, last month I went and volunteered for the job of lining up the 8 bit demo's every month. And to think when I left the service I said I'd never volunteer for anything again. The job needs to be done however, I said I'd do it, so here's what I have planned.

I think that we would all agree that the meetings definitely lack something when there's no demo to cap the meeting. And for those who missed the April meeting, I mentioned there, that I do plan to do my best to have a demo every meeting night. I also plan to be organized enough to get the word out on what the demo will be, before the meeting night, either in the newsletter or on the bbs in the TAIG members section. A bold statement, I know.

I would not presume to implement this plan except that I am quite sure that in the interest of quality meetings you will all lend me support and more importantly, demo material. What me! Ya you!

As I stated at the meeting, I am just as interested in TAIG member written programs, as I am in commercial software. I will of course try to get new commercial software to demo, games or application. Even older software, if it is requested, after all, in a pinch anything is better than no demo, right! But, I want to demo member written stuff too. I already have 3 members quite willing to demo there own programs and I am sure there will be more once this gets going and others see that it's not so difficult to show your work off. And if you are a programmer, by all means show it off.

This club needs a boost, some enthusiasm, lets get behind it and give it a push. A good demo scheduling program may be the difference between members coming to the meeting rather than just staying home and reading the newsletter. Please post me a message on the bbs, or see me at the meeting if you have a program of your own to demo, (even if you would rather I demo'd it) or if you have a request for a program you would like to see demo'd.

Help me out
Thankyou
>>>KEN<<<



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SALE ENDS 6/30/87



Twin Cities Atari Interest Group
4309 Suncliff Road
Eagan, MN 55122

Next Taig Meeting:
Sunday, May 31, 1987

TAIG 7:00 pm